

# UNITED FEDERATION OF PLANETS

2



HUMANOID

EARTH

TEM: 05 ATS: 05 HY: 07

AIX Statistics

AG: 50 IN: 75 XE: 15

TECH LEVEL 10

Government

Representative (Players chooses focus)

Physical Traits

None

Social Traits

Bureaucratic Diplomacy (-2)  
Field Repair Specialist (+1)  
Gifted Explorers (+2)  
Gifted Negotiators (+1)

Starting Resources

No additional resources

## Total Benefits & Penalties

Offered treaties require d6 turns before it can be signed or rejected (length of time is secret)

Declarations of hostilities/war and Co-Belligerency Treaties remain unaffected

All Federation ships capable of performing Field Repair can perform 1 additional point per turn

Scouting forces received +2 bonus to exploration attempts

+3 free Intel points each turn to be spent only on diplomatic missions

No more than 50% of the power's per-turn system income can be spent on military purchases or Intel point purchases

Additional Modifiers as per Focus:

Military Focus: Maintenance reduced by 5% (round down) (ex:  $64 * 95\% = 60$  EP)

Religious Focus: +1 bonus to all moral checks

Scientific Focus: Tech advancement requirements decreased to 45% of total domestic product

Social Focus: Maintain 15 Intel points per 1 EP of maintenance

Trade Focus: Trade income increased by 15% (round up) (ex:  $8 * 115\% = 10$  EP)

NPE Modifiers

None

Founded in the year 2161, the United Federation of Planets is an alliance of over a hundred alien worlds cooperating in common cause to meet mutual goals. The United Federation of Planets (often referred to simply as 'the Federation') was established to allow member worlds to work together to facilitate such things as interstellar trade, diplomacy, scientific research, and mutual defense.

The Federation is governed by the Federation Council, composed of representatives from many Federation member worlds. The executive is comprised of the President and his staff. The principle seat of government is Earth, with the Federation Council's chambers located in the city of San Francisco and the President's office in Paris. In judicial matters, the Federation Supreme Court is a final arbiter.

The Federation is founded under a document known as the Charter of the United Federation of Planets, which is occasionally referred to informally as the "Constitution". It draws text and inspiration from the United Nations Charter. An important guiding principle - indeed, it is listed as General Order One in the list of Starfleet general orders - is the Prime Directive, which forbids any interference in the natural development of any pre-warp civilization. This is intended to prevent even well-intentioned Federation personnel from introducing changes which could destabilize or even destroy other cultures through interference. Other aspects of the Articles provide for rule of law, equality among individuals and protection of civil and creative liberties, which appears to be based on principles found in contemporary political theory. It includes a set of guarantees of civil rights, the "Seventh Guarantee" is analogous to the Fifth Amendment to the United States Constitution and its protection against self-incrimination.

A socialist state has evolved in the Federation in which economics and finances have grown to be less and less of a factor in the daily lives of its citizens. Almost all goods and services are controlled directly by the Federation government. This has not always the case, however. Even as recently as the 23rd Century, Starfleet officers were paid for their service in the fleet, but changing times and social climate forced (or allowed) such changes to take place. The 24th Century Federation political stance of capitalism as a bane of society has made relations with some powers tense, especially relations with the Ferengi.

### Military

Starfleet is the military arm of the Federation and has seen many actions in the past two hundred years. Early hostilities with the Klingons lasted almost a century until 2267 with the signing of the Organian Peace Treaty. This peace was eventually finalized with the signing of the Khitomer Accords in 2293. Wars have also been fought with the Romulans, Tholians, and Cardassians along Federation borders. Despite these conflicts the Federation has remained a stable political entity and at the forefront of technological achievements.

## United Federation of Planets (TOS Era)

### Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Federation Dreadnought (R2)	2270	DN	8	2/2	8	9	3	7	2	-	1	Rare	Y	N	Shields (5)
Federation Dreadnought (R1)	2260	DN	7	2/2	8	8	2	7	2	-	1	Rare	Y	N	Command, Shields (5)

### Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Enterprise Cruiser (R1)	2270	CA	6	2/3	7	7	2	5	2	-	1	Common	Y	N	Shields (4)
Miranda Transport	2267	CL	3	2/6	5	2	2	3	1	-	1	Common	Y	N	Supply (1), Shields (3)
Durrett Light Cruiser	2266	CL	4	2/4	4	4	2	4	1	-	1	Common	Y	N	Shields (4)
Miranda Light Cruiser (R1)	2266	CL	4	2/4	5	5	2	3	1	-	1	Common	Y	N	Shields (3)
Andor Missile Cruiser	2265	CA	5	3/2	5	6	1	4	2	-	1	Common	Y	N	Ballistic, Shields (3)
Brenton Heavy Cruiser	2263	CA	5	2/3	6	4	2	5	2	-	1	Common	Y	N	Shields (3)
Constitution Command Cruiser	2261	CA	6	2/3	6	5	2	6	2	-	1	Uncommon	Y	N	Command, Shields (3)
Constitution Cruiser (R1)	2255	CA	5	2/3	6	5	2	4	2	-	1	Common	Y	N	Shields (3)
Anton Escort Cruiser	2252	CL	3	2/4	4	3	1	3	1	-	1	Common	Y	N	Explorer (1), Shields (2)
Baton Rouge Light Cruiser (R2)	2250	CL	3	2/4	4	3	2	4	2	-	1	Common	Y	N	Shields (2)
Constitution Early Cruiser	2243	CA	4	2/3	6	4	1	4	2	-	1	Common	Y	N	Shields (2)
Anton Early Escort Cruiser	2242	CL	3	1/4	4	3	0	3	1	-	1	Common	Y	N	Shields (2)
Marklin Command Cruiser	2222	CL	5	2/4	4	4	1	5	2	-	1	Uncommon	Y	N	Command, Shields (2)
Baton Rouge Light Cruiser (R1)	2217	CL	3	1/4	4	3	1	4	2	-	1	Common	Y	N	Shields (2)
Daedalus Cruiser (R1)	2158	CL	4	1/4	4	3	1	3	1	-	1	Common	Y	N	Shields (1)

### Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Sussex Carrier	2260	CVA	6	2/2	6	3	4	6	2	4	2	Uncommon	Y	N	Carrier, Shields (3), Towing (2)

### Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Baker Destroyer (R1)	2269	DD	3	2/6	3	4	3	3	1	-	-	Common	Y	N	Shields (3)
Makin Assault Frigate	2268	FF	2	2/8	2	1	2	2	1	-	-	Common	Y	N	Assault, Shields (1)
Remora Escort Destroyer (R2)	2267	DD	4	2/6	3	3	4	3	1	-	-	Common	Y	N	Guardian, Shields (2)
Kiev Frigate	2267	DD	4	3/6	3	5	1	3	1	-	1	Common	Y	N	Shields (3)
Larson Destroyer (R2)	2265	DD	3	2/6	2	4	3	3	1	-	-	Common	Y	N	Shields (1)
Firestorm Destroyer	2262	DD	3	2/6	3	6	1	3	1	-	-	Common	Y	N	Gunship, Shields (2)
Remora Escort Destroyer (R1)	2259	DD	3	2/6	3	2	3	3	1	-	-	Common	Y	N	Guardian, Shields (2)
Solar Patrol Cutter	2258	CT	2	1/8	2	2	2	2	1	-	-	Common	Y	N	Shields (1)
Saladin Destroyer	2255	DD	3	2/6	3	4	2	3	1	-	-	Common	Y	N	Shields (1)
Loknar Frigate	2250	FF	4	2/8	3	5	2	4	2	-	-	Common	Y	N	Gunship, Shields (3)
Larson Destroyer (R1)	2249	DD	3	2/6	2	3	2	3	1	-	-	Common	Y	N	Shields (1)
Loknar Early Frigate	2242	FF	4	1/8	3	2	1	3	1	-	-	Common	Y	N	Shields (2)
Larson Early Destroyer	2240	DD	3	1/6	2	3	1	3	1	-	-	Common	Y	N	Shields (1)

### Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Liberty Assault Transport (R2)	2256	AOE	4	1/8	2	1	2	3	1	-	-	Common	Y	N	Assault, Shields (2)
Antares Military Freighter	2249	AOE	3	1/6	2	1	2	3	1	-	1	Common	Y	N	Supply (2), Shields (1)
Nelson Scout	2248	EDD	3	1/2	2	1	2	2	1	-	-	Common	Y	N	Scout (1/2), Shields (1)
Oberth Science Vessel	2243	EDD	4	1/4	2	1	2	3	1	-	-	Common	Y	N	Explorer (1), Shields (1)
Liberty Assault Transport (R1)	2240	AOE	3	1/8	2	1	1	3	1	-	-	Common	Y	N	Assault, Shields (1)

### Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
R1 Defense Outpost	2257	BASE	6	2/3	7	14	4	-	-	-	2	Common	Y	N	Supply (1), Shields (8)
Kepler Trading Post	2255	BASE	4	1/2	6	1	3	-	-	-	1	Common	Y	N	Supply (1), Shields (6)
Starbase	2255	BASE	42	4/1	54	31	12	-	-	-	40	Common	Y	N	Supply (4), Shields (20)

### Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Arco Attack Sled	2262	HF	1/2	1/8	3	2*	1	-	-	-	-	Common	N	Y	Ballistic, Shields (1)
Tycho Light Interceptors	2248	LF	1/4	1/20	1	0	2*	-	-	-	-	Common	N	Y	Shields (1)
Galileo Type Shuttles	2246	ST	1/4	1/16	2	0*	0	-	-	-	-	Common	N	Y	Shields (1)

### Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	-	-	1	1	0	1	
Regulars	-	1	1/3	2	2	d2	2	
Starfleet Marines I	-	2	1/2	3	2	d2	2	Marine
Starfleet Security	-	1	1/4	1	2	d2	1	Peace Keepers

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated  
Suggested Initial Campaign Date: 2255*

## United Federation of Planets (Modern)

### Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Federation Dreadnought (R3)	2283	DN	8	2/2	8	9	3	7	2	-	1	Rare	Y	N	Shields (5)
Federation Dreadnought (R2)	2270	DN	8	2/2	8	9	3	7	2	-	1	Rare	Y	N	Shields (5)
Federation Dreadnought (R1)	2260	DN	7	2/2	8	8	2	7	2	-	1	Rare	Y	N	Command, Shields (5)

### Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Excelsior Cruiser (R2)	2290	CA	8	3/3	8	11	3	7	3	-	1	Rare	Y	N	Command, Shields (5)
Mercator Shield Cruiser	2288	CL	6	2/4	6	4	2	5	2	-	1	Common	Y	N	Shields (5)
Congress Light Cruiser (R1)	2285	CL	5	2/4	6	5	2	4	2	-	1	Common	Y	N	Shields (4)
Excelsior Cruiser (R1)	2285	CA	7	3/3	8	9	4	6	2	-	1	Common	Y	N	Shields (5)
Enterprise Cruiser (R3)	2284	CA	6	2/3	6	8	3	5	2	-	1	Common	Y	N	Shields (4)
Defender Fast Cruiser	2280	CL	6	2/4	6	6	2	5	2	-	1	Common	Y	N	Fast Ship, Shields (4)
Chandley Assault Frigate	2274	CL	6	2/4	5	8	3	5	2	-	2	Uncommon	Y	N	Direct Assault (2), Shields (3), Towing (2)
Kolm-An Assault Cruiser	2273	CA	5	2/2	4	4	2	4	1	-	1	Uncommon	Y	N	Assault, Ballistic, Shields (3), Towing (2)
Northhampton Frigate	2272	CL	6	2/4	6	7	2	4	2	-	1	Common	Y	N	Shields (4)
Enterprise Cruiser (R2)	2272	CA	6	2/3	7	7	3	5	2	-	1	Common	Y	N	Shields (4)
Continent Assault Ship	2271	CL	4	2/4	4	2	3	3	1	-	1	Common	Y	N	Assault, Shields (3) Towing (2)
Enterprise Cruiser (R1)	2270	CA	6	2/3	7	7	2	5	2	-	1	Common	Y	N	Shields (4)
Miranda Transport	2267	CL	3	2/6	5	2	2	3	1	-	1	Common	Y	N	Supply (1), Shields (3)
Durrett Light Cruiser	2266	CL	4	2/4	4	4	2	4	1	-	1	Common	Y	N	Shields (4)
Miranda Light Cruiser (R1)	2266	CL	4	2/4	5	5	2	3	1	-	1	Common	Y	N	Shields (3)
Andor Missile Cruiser	2265	CA	5	3/2	5	6	1	4	2	-	1	Common	Y	N	Ballistic, Shields (3)
Brenton Heavy Cruiser	2263	CA	5	2/3	6	4	2	5	2	-	1	Common	Y	N	Shields (3)
Constitution Command Cruiser	2261	CA	6	2/3	6	5	2	6	2	-	1	Uncommon	Y	N	Command, Shields (3)
Constitution Cruiser (R1)	2255	CA	5	2/3	6	5	2	4	2	-	1	Common	Y	N	Shields (3)
Anton Escort Cruiser	2252	CL	3	2/4	4	3	1	3	1	-	1	Common	Y	N	Explorer (1), Shields (2)
Baton Rouge Light Cruiser (R2)	2250	CL	3	2/4	4	3	2	4	2	-	1	Common	Y	N	Shields (2)
Markin Command Cruiser	2222	CL	5	2/4	4	4	1	5	2	-	1	Uncommon	Y	N	Command, Shields (2)

### Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Illustrious Battle Carrier	2276	CVL	6	2/4	6	6	2	4	2	2	1	Common	Y	N	Carrier, Shields (4)
Sussex Carrier	2260	CVA	6	2/2	6	3	4	6	2	4	2	Uncommon	Y	N	Carrier, Shields (3), Towing (2)

### Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Merced Destroyer	2287	DD	5	2/6	5	5	3	5	2	-	1	Common	Y	N	Shields (5)
Constellation Patrol Cruiser	2285	DD	5	2/4	4	7	3	5	2	-	1	Common	Y	N	Fast Ship, Shields (5)
Baker Destroyer (R2)	2283	DD	3	2/6	3	4	3	3	1	-	-	Common	Y	N	Shields (4)
Martinez Torpedo Destroyer	2279	DD	4	3/6	4	6	2	4	2	-	-	Common	Y	N	Ballistic, Shields (4)
Scorpio Corvette	2277	CT	2	1/8	2	2	2	2	1	-	-	Common	Y	Y	Shields (1)
Wilkerson Escort Destroyer	2275	DD	3	2/6	3	3	2	3	1	-	-	Common	Y	N	Shields (3)
Baker Destroyer (R1)	2269	DD	3	2/6	3	4	3	3	1	-	-	Common	Y	N	Shields (3)
Makin Assault Frigate	2268	FF	2	2/8	2	1	2	2	1	-	-	Common	Y	N	Assault, Shields (1)
Remora Escort Destroyer (R2)	2267	DD	4	2/6	3	3	4	3	1	-	-	Common	Y	N	Guardian, Shields (2)
Kiev Frigate	2267	DD	4	3/6	3	5	1	3	1	-	1	Common	Y	N	Shields (3)
Larson Destroyer (R2)	2265	DD	3	2/6	2	4	3	3	1	-	-	Common	Y	N	Shields (1)
Firestorm Destroyer	2262	DD	3	2/6	3	6	1	3	1	-	-	Common	Y	N	Gunship, Shields (2)
Solar Patrol Cutter	2258	CT	2	1/8	2	2	2	2	1	-	-	Common	Y	N	Shields (1)
Saladin Destroyer	2255	DD	3	2/6	3	4	2	3	1	-	-	Common	Y	N	Shields (1)
Loknar Frigate	2250	FF	4	2/8	3	5	2	4	2	-	-	Common	Y	N	Gunship, Shields (3)

### Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Sydney Personnel Transport	2286	AOE	2	2/5	3	1	2	3	1	-	-	Common	Y	N	Passengers (2), Shields (1)
M'Benga Hospital Ship	2281	CL	5	1/6	6	2	3	4	2	-	-	Common	Y	N	Hospital, Shields (3)
Hermes Scout	2278	EDD	3	2/2	3	1	2	3	2	-	-	Uncommon	Y	N	Fast Ship, Scout (1), Shields (1)
Pearl Class Mobile Repair facility	2275	AOE	8	3/3	4	0	0	4	3	-	-	Common	Y	N	Field Repair (4), Shields (2)
Cle Dan Repair Tender	2274	AOE	3	1/6	2	0	0	2	1	-	-	Common	Y	N	Field Repair (1), Shields (1)
Soyuz Heavy Scout	2270	ECL	4	2/2	3	3	2	3	1	-	1	Rare	Y	N	Scout (1), Shields (3)
Liberty Assault Transport (R2)	2256	AOE	4	1/8	2	1	2	3	1	-	-	Common	Y	N	Assault, Shields (2)
Antares Military Freighter	2249	AOE	3	1/6	2	1	2	3	1	-	1	Common	Y	N	Supply (2), Shields (1)
Nelson Scout	2248	EDD	3	1/2	2	1	2	2	1	-	-	Common	Y	N	Scout (1/2), Shields (1)
Oberth Science Vessel	2243	EDD	4	1/4	2	1	2	3	1	-	-	Common	Y	N	Explorer (1), Shields (1)

### Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
R1 Defense Outpost	2257	BASE	6	2/3	7	14	4	-	-	-	2	Common	Y	N	Supply (1), Shields (8)
Kepler Trading Post	2255	BASE	4	1/2	6	1	3	-	-	-	1	Common	Y	N	Supply (1), Shields (6)
Starbase	2255	BASE	42	4/1	54	31	12	-	-	-	40	Common	Y	N	Supply (4), Shields (20)

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated  
Suggested Initial Campaign Date: 2270 or 2280*

## United Federation of Planets (Modern)

### Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Hopper Transport (R1)	2283	ASH	1/4	1/6	2	0	1*	-	-	-	-	Common	N	Y	Assault, Shields (1)
Type 5 Personnel Shuttles	2272	ST	1/2	1/16	2	1*	1*	-	-	-	-	Common	Y	Y	Passengers (1/20), Shields (1)
Arco Attack Sled	2262	HF	1/2	1/8	3	2*	1	-	-	-	-	Common	N	Y	Ballistic, Shields (1)
Tycho Light Interceptors	2248	LF	1/4	1/20	1	0	2*	-	-	-	-	Common	N	Y	Shields (1)
Galileo Type Shuttles	2246	ST	1/4	1/16	2	0*	0	-	-	-	-	Common	N	Y	Shields (1)

### Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	-	-	1	1	0	1	
Regulars	-	1	1/3	2	2	d2	2	
Starfleet Marines I	-	2	1/2	3	2	d2	2	Marine
Starfleet Security	-	1	1/4	1	2	d2	1	Peace Keepers
Regulars II	2284	1	1/3	2	2	d2	3	
Starfleet Security II	2284	1	1/4	1	2	d2	2	Peace Keepers
Starfleet Marines II	2282	2	1/2	3	3	d2	2	Marine

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated  
Suggested Initial Campaign Date: 2270 or 2280*

## United Federation of Planets (TNG Era)

### Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Galaxy Dreadnought	2395	DN	15	3/2	12	16	4	11	3	-	3	Uncommon	Y	N	Command, Shields (9)
Sovereign Dreadnought (R2)	2378	DN	17	4/2	13	23	5	12	3	-	4	Uncommon	Y	N	Ballistic, Gunship, Shields (8)
Trafalgar Battleship	2375	BB	12	3/2	12	14	8	10	3	4	4	Uncommon	Y	N	Gunship, Shields (8)
Sovereign Dreadnought (R1)	2372	DN	15	4/2	13	17	4	12	3	-	4	Uncommon	Y	N	Ballistic, Gunship, Shields (8)
Federation Dreadnought (R3)	2283	DN	8	2/2	8	9	3	7	2	-	1	Rare	Y	N	Shields (5)

### Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Achilles Siege Cruiser	2376	BC	13	3/2	11	11	3	7	3	-	2	Uncommon	Y	N	Ballistic, Gunship, Shields (6)
Prometheus Attack Frigate	2374	CL	12	3/2	11	13	4	6	2	-	1	Rare	Y	N	Ballistics, Multi-Attack Vector, Shields (5)
Galaxy Heavy Command Ship	2373	CA	12	3/3	12	12	4	10	3	-	3	Uncommon	Y	N	Command, Shields (7)
Diomedea Medium Cruiser	2373	CL	8	2/4	9	12	4	6	3	-	1	Rare	Y	N	Shields (5)
Yeager Priority Courier	2371	CL	4	1/4	5	6	3	4	1	-	1	Common	Y	Y	Diplomatic, Shields (2)
Lakota Command Cruiser	2371	CA	10	3/3	8	12	3	8	3	-	1	Rare	Y	N	Command, Shields (5)
Intrepid Long Range Cruiser (R1)	2370	CL	8	2/4	7	9	4	6	2	-	1	Common	Y	Y	Shields (5)
Akira Strike Cruiser	2367	CA	9	3/3	9	13	3	7	3	3	1	Common	Y	N	Ballistic, Shields (6)
Congress Light Cruiser (R2)	2364	CL	6	2/6	6	6	2	4	2	-	1	Common	Y	N	Shields (5)
Nebula Advanced Cruiser	2364	CA	10	2/3	10	12	4	8	3	-	1	Rare	Y	N	Shields (6)
Wambundu Heavy Cruiser (R2)	2362	CA	8	2/3	7	8	3	6	3	-	1	Common	Y	N	Shields (5)
Polaris Attack Cruiser	2362	CA	9	2/3	9	11	4	7	3	-	1	Uncommon	Y	N	Ballistic, Gunship, Shields (6)
Bradberry Light Cruiser	2361	CL	7	2/4	7	7	4	6	2	-	1	Common	Y	Y	Shields (4)
Galaxy Command Ship	2360	CA	11	3/3	12	14	4	10	3	-	3	Uncommon	Y	N	Command, Shields (7)
Nebula Heavy Cruiser	2358	CA	10	2/3	10	12	6	5	3	-	1	Common	Y	N	Shields (6)
Ambassador Heavy Cruiser (R2)	2356	CA	9	2/3	9	10	5	7	3	-	1	Common	Y	N	Shields (5)
New Orleans Battlecruiser	2355	BC	9	3/3	9	11	6	6	3	-	1	Uncommon	Y	N	Shields (6)
Miranda Heavy Frigate (R2)	2352	CL	5	2/4	5	6	2	3	1	-	1	Uncommon	Y	N	Shields (4)
Niagara Fast Cruiser	2336	CA	7	2/3	9	6	2	6	3	-	1	Common	Y	N	Fast Ship, Shields (5)
Centaur Light Cruiser	2310	CL	6	2/4	6	7	2	5	2	-	1	Common	Y	N	Ballistic, Shields (4)
States Assault Cruiser	2309	CA	8	3/3	5	8	2	5	2	1	2	Rare	Y	N	Assault, Gunship, Shields (4), Towing (2)
Renaissance Medium Cruiser	2303	CL	5	2/5	5	6	2	5	2	-	1	Common	Y	N	Shields (4)
Vigilant Light Cruiser	2292	CL	5	2/4	5	4	2	6	2	-	2	Rare	Y	N	Shields (5)
Excelsior Cruiser (R2)	2290	CA	8	3/3	8	11	3	7	3	-	1	Rare	Y	N	Command, Shields (5)
Mercator Shield Cruiser	2288	CL	6	2/4	6	4	2	5	2	-	1	Common	Y	N	Shields (5)
Enterprise Cruiser (R3)	2284	CA	6	2/3	6	8	3	5	2	-	1	Common	Y	N	Shields (4)
Defender Fast Cruiser	2280	CL	6	2/4	6	6	2	5	2	-	1	Common	Y	N	Fast Ship, Shields (4)
Chandley Assault Frigate	2274	CL	6	2/4	5	8	3	5	2	-	2	Uncommon	Y	N	Direct Assault (2), Shields (3), Towing (2)
Kolm-An Assault Cruiser	2273	CA	5	2/2	4	4	2	4	1	-	1	Uncommon	Y	N	Assault, Ballistic, Shields (3), Towing (2)
Northampton Frigate	2272	CL	6	2/4	6	7	2	4	2	-	1	Common	Y	N	Shields (4)
Continent Assault Ship	2271	CL	4	2/4	4	2	3	3	1	-	1	Common	Y	N	Assault, Shields (3) Towing (2)
Miranda Transport	2267	CL	3	2/6	5	2	2	3	1	-	1	Common	Y	N	Supply (1), Shields (3)
Durrett Light Cruiser	2266	CL	4	2/4	4	4	2	4	1	-	1	Common	Y	N	Shields (4)
Andor Missile Cruiser	2265	CA	5	3/2	5	6	1	4	2	-	1	Common	Y	N	Ballistic, Shields (3)
Brenton Heavy Cruiser	2263	CA	5	2/3	6	4	2	5	2	-	1	Common	Y	N	Shields (3)
Anton Escort Cruiser	2252	CL	3	2/4	4	3	1	3	1	-	1	Common	Y	N	Explorer (1), Shields (2)
Baton Rouge Light Cruiser (R2)	2250	CL	3	2/4	4	3	2	4	2	-	1	Common	Y	N	Shields (2)

### Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Nebula Carrier	2368	CVL	10	2/4	10	9	4	7	3	2	2	Rare	Y	N	Shields (6)
Raging Queen Cruiser	2321	CVL	6	2/6	8	4	3	6	2	2	2	Common	Y	N	Carrier, Shields (5) Towing (2)
Illustrious Battle Carrier	2276	CVL	6	2/4	6	6	2	4	2	2	1	Common	Y	N	Carrier, Shields (4)
Sussex Carrier	2260	CVA	6	2/2	6	3	4	6	2	4	2	Uncommon	Y	N	Carrier, Shields (3), Towing (2)

### Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Essex Advanced Destroyer	2377	DD	5	2/6	6	6	3	5	2	-	-	Common	Y	N	Shields (5)
Defiant Heavy Escort	2369	DD	5	2/6	3	8	4	3	1	-	-	Uncommon	Y	N	Shields (3)
Andromeda Patrol Vessel	2365	CL	5	1/6	5	5	4	5	2	-	1	Common	Y	Y	Shields (4)
Norway Destroyer	2360	DD	5	2/6	5	6	3	6	2	-	1	Common	Y	N	Shields (5)
Freedom Defense Frigate	2352	FF	4	2/8	4	6	2	3	1	-	1	Common	Y	N	Shields (2)
Challenger Heavy Frigate	2352	FF	5	2/6	5	6	2	5	2	-	2	Rare	Y	N	Shields (5)
Saber Frigate Leader	2351	FF	4	2/8	3	5	2	6	1	-	-	Rare	Y	N	Command, Shields (2)
Decker Destroyer (R2)	2345	DD	5	2/6	5	7	2	6	2	-	1	Common	Y	N	Minesweeper (2), Shields (3)
Cheyenne Corvette	2344	CT	5	2/8	4	6	3	5	2	-	-	Common	Y	N	Shields (5)
Saber Attack Frigate	2343	FF	4	2/8	3	6	2	3	1	-	-	Common	Y	N	Shields (2)
Steamrunner Heavy Frigate	2342	FF	5	2/6	5	9	3	5	2	-	1	Uncommon	Y	N	Shields (5)
T'Pol Defense Cruiser	2331	FF	4	2/8	3	5	3	3	1	-	1	Rare	Y	N	Shields (3)
Apollo Light Cruiser	2325	FF	4	2/8	3	3	2	3	1	-	1	Common	Y	N	Assault, Shields (2), Towing (2)
Chimera Fast Frigate	2310	FF	4	2/8	4	3	2	5	2	-	-	Common	Y	N	Fast Ship, Shields (4)
Merced Destroyer	2287	DD	5	2/6	5	5	3	5	2	-	1	Common	Y	N	Shields (5)
Constellation Patrol Cruiser	2285	DD	5	2/4	4	7	3	5	2	-	1	Common	Y	N	Fast Ship, Shields (5)
Baker Destroyer (R2)	2283	DD	3	2/6	3	4	3	3	1	-	-	Common	Y	N	Shields (4)
Martinez Torpedo Destroyer	2279	DD	4	3/6	4	6	2	4	2	-	-	Common	Y	N	Ballistic, Shields (4)
Scorpio Corvette	2277	CT	2	1/8	2	2	2	2	1	-	-	Common	Y	Y	Shields (1)
Wilkinson Escort Destroyer	2275	DD	3	2/6	3	3	2	3	1	-	-	Common	Y	N	Shields (3)
Remora Escort Destroyer (R2)	2267	DD	4	2/6	3	3	4	3	1	-	-	Common	Y	N	Guardian, Shields (2)

## United Federation of Planets (TNG Era)

### Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Majestic Deep-Range Explorer	2380	EX	12	3/2	12	16	5	8	3	-	2	Uncommon	Y	Y	Explorer (3), Shields (8), Supply (2)
Intrepid Long Range Cruiser (R2)	2372	ECL	9	3/4	7	9	4	6	2	-	1	Common	Y	Y	Scout (1), Shields (5)
Nova Scout Frigate	2369	EFF	4	2/2	4	8	3	3	1	-	-	Common	Y	N	Explorer (2), Shields (2)
Istanbul Transport (R2)	2366	AOE	4	1/8	4	3	3	4	2	-	3	Common	Y	Y	Passengers (4), Shields (5)
Olympic Hospital Ship	2363	CL	6	1/6	6	4	3	5	2	-	1	Common	Y	N	Hospital, Shields (4)
Nebula Explorer	2359	ECA	11	3/2	10	10	4	7	3	-	1	Rare	Y	N	Scout (3), Shields (6)
Trident Attack Scout	2334	EDD	5	3/2	4	5	2	5	2	-	-	Rare	Y	N	Scout (1), Shields (3)
Istanbul Transport (R1)	2322	AOE	4	1/8	4	3	2	4	2	-	3	Common	Y	Y	Passengers (4), Shields (4)
Shelley Military Transport	2304	AOE	6	2/8	5	3	3	6	2	-	1	Common	Y	N	Supply (1), Shields (5) Towing (2)
Sydney Personnel Transport	2286	AOE	2	2/5	3	1	2	3	1	-	-	Common	Y	N	Passengers (2), Shields (1)
Hermes Scout	2278	EDD	3	2/2	3	1	2	3	2	-	-	Uncommon	Y	N	Fast Ship, Scout (1), Shields (1)
Pearl Class Mobile Repair facility	2275	AOE	8	3/3	4	0	0	4	3	-	-	Common	Y	N	Field Repair (4), Shields (2)
Cle Dan Repair Tender	2274	AOE	3	1/6	2	0	0	2	1	-	-	Common	Y	N	Field Repair (1), Shields (1)
Soyuz Heavy Scout	2270	ECL	4	2/2	3	3	2	3	1	-	1	Rare	Y	N	Scout (1), Shields (3)
Liberty Assault Transport (R2)	2256	AOE	4	1/8	2	1	2	3	1	-	-	Common	Y	N	Assault, Shields (2)
Antares Military Freighter	2249	AOE	3	1/6	2	1	2	3	1	-	1	Common	Y	N	Supply (2), Shields (1)
Nelson Scout	2248	EDD	3	1/2	2	1	2	2	1	-	-	Common	Y	N	Scout (1/2), Shields (1)
Oberth Science Vessel	2243	EDD	4	1/4	2	1	2	3	1	-	-	Common	Y	N	Explorer (1), Shields (1)

### Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
R2 Defense Outpost	2353	BASE	12	1/1	11	25	8	-	-	-	3	Common	Y	N	Supply (1), Shields (12)
Starbase (R2)	2355	BASE	62	6/1	54	55	22	-	-	-	40	Common	Y	N	Supply (4), Shields (24)

### Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Hopper Transport (R2)	2374	ASH	1/4	1/6	2	1*	1	-	-	-	-	Common	N	Y	Assault, Shields (1)
Type 11 Heavy Shuttles	2372	ST	1/2	1/6	5	4*	3*	-	-	-	-	Common	Y	Y	Passengers (1/24), Shields (1)
Valkyrie Class Fighter	2372	MF	1/2	1/12	2	2*	3	-	-	-	-	Common	Y	Y	Shields (1)
Peregrine Strike Fighters (R2)	2370	HF	1	1/8	3	4	2*	-	-	-	-	Rare	Y	N	Ballistic, Shields (1)
Type 9 Personnel Shuttles	2368	ST	1/4	1/16	3	2	2	-	-	-	-	Common	Y	Y	Shields (1)
Danube Runabouts	2368	SHF	2	1/6	6	4*	2	-	-	-	-	Common	Y	Y	Ballistic, Recon, Shields (1), Towing (1)
Peregrine Strike Fighters	2367	HF	1	1/8	3	4*	2*	-	-	-	-	Common	Y	N	Ballistic, Shields (1)
Type 9A Cargo Shuttle	2349	ST	1/4	1/20	4	0	1*	-	-	-	-	Common	Y	Y	Shields (1), Supply (1/10)
Type 16 Shuttle Pods	2342	ST	1/4	1/20	2	0	1	-	-	-	-	Common	N	Y	Passengers (1/32), Shields (1)
Hopper Transport (R1)	2283	ASH	1/4	1/6	2	0	1*	-	-	-	-	Common	N	Y	Assault, Shields (1)
Type 5 Personnel Shuttles	2272	ST	1/2	1/16	2	1*	1*	-	-	-	-	Common	Y	Y	Passengers (1/20), Shields (1)
Arco Attack Sled	2262	HF	1/2	1/8	3	2*	1	-	-	-	-	Common	N	Y	Ballistic, Shields (1)
Tycho Light Interceptors	2248	LF	1/4	1/20	1	0	2*	-	-	-	-	Common	N	Y	Shields (1)

### Ballistic Packages

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Quantum Torpedo	2371	-	-	+1	-	+2	-	-	-	-	-	Common	-	-	

### Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	-	-	1	1	0	1	
Regulars II	-	1	1/3	2	2	d2	3	
Starfleet Marines II	-	1	1/4	1	2	d2	2	Peace Keepers
Starfleet Security II	-	2	1/2	3	3	d2	2	Marine
Regulars III	2374	1	1/3	2	3	d2	3	
Starfleet Security III	2374	1	1/4	1	2	d3	2	Peace Keepers
Starfleet Marines III	2373	2	1/2	3	3	d3	2	Marine

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated  
Suggested Initial Campaign Date: 2365*